

BOOK 1

Early Elementary

Let's Sightplay!®

**Creative Solo Exercises to
Develop Sightplaying at the Piano**

By
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Edited by
Victoria McArthur



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Descriptions of Sightplaying Exercises

Dialogues

The conversational structure of these easy 5-finger pieces (one hand, then the other) lends itself to successful sightplaying. The melody alternates between the hands at a comfortable pace. The musical interchange between the hands encourages students to follow notes from one clef to another. These dialogues could be sightplayed initially with the teacher playing one voice, and the student, the other.

Sightplaying Chimes and Echo Chimes

These one-line exercises, played with the damper pedal down, serve as “note searches” and test a student’s knowledge of individual note location in a fun way. The metronome acts as a “time-keeper,” with the goal being to get to the end of the line without missing a note.

The emphasis here is on quick note recognition. Since only finger “3” is used, the student is challenged to venture beyond associating a certain note with a specific finger. Note names may be said aloud while playing. The whole notes played with alternating hands provide an optimal setting for looking ahead and preparing for the next note.

Theme and Variation

These musically challenging exercises are set in a format designed to sharpen the student’s ability to recognize similarities and differences in musical patterns. Each descriptively titled theme and variation is eight measures long, and most stay in two familiar hand positions—Middle C Position and C Position.

These musical sightreading studies may also be enjoyed as fun pieces after they have served their sightplaying purpose.

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Let's Sightplay!®

by Kathleen Massoud

Book 1

EARLY ELEMENTARY LEVEL

Creative Solo Exercises to Develop Sightplaying at the Piano

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<ul style="list-style-type: none">• one Dialogue• two Sightplaying Chimes (the second one is often an Echo Chime)• one Theme and Variation	
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The sequence of concepts in *Let's Sightplay!*® is closely related to that used in *Piano Adventures*® by Faber and Faber (The FJH Music Company Inc.), and is one which can be successfully combined with most other methods.

Book 1 of *Let's Sightplay!*® uses concepts presented in *Piano Adventures*® *Primer Level*. It should be introduced to the student about midway through *Piano Adventures*® *Level 1* (or later), since it generally is better to have students sightplay material a little easier than their current level.

Lesson One

1 Dialogue

A Joyful Song



SIGHTPLAYING HINT:

Count one measure aloud before playing.

Handwritten circled number 1

2 Sightplaying Chimes

Extra Credit: Metronome clicks
♩ = on every half note.

♩ =

3 Sightplaying Chimes

Extra Credit: Metronome clicks
♩ = on every half note.

♩ =

*All the Sightplaying Chimes in this book are to be played with the right foot (damper) pedal down.

4A THEME

Dance With Me



SIGHTPLAYING HINT:

What does the time signature mean in this piece?

Handwritten musical notation for the first system of 'Dance With Me'. The piece is in 3/4 time. The first measure contains a treble clef, a 3/4 time signature, and a middle-finger dynamic marking (*mf*). The bass line starts with a 4-measure rest, then plays a dotted quarter note followed by an eighth note. Handwritten numbers '2' and '3' are above the first two measures, and '1 2 3' is above the third measure. The system ends with a double bar line.

Handwritten musical notation for the second system of 'Dance With Me'. The treble clef staff contains a melody of quarter notes. The bass clef staff contains a bass line of quarter notes. The system ends with a double bar line.

4B VARIATION

Come Fly With Me



SIGHTPLAYING HINT:

The dotted lines will help your eyes follow the melody. Always remember to look ahead from **left to right**.

Handwritten musical notation for the first system of 'Come Fly With Me'. The piece is in 3/4 time. The first measure contains a treble clef, a 3/4 time signature, and a piano dynamic marking (*p*). The bass line starts with a 4-measure rest, then plays a dotted quarter note followed by an eighth note. Handwritten numbers '3' and '1 2 3' are above the first two measures. A dotted line connects the eighth note of the first measure to the quarter note of the second measure. The system ends with a double bar line.

Handwritten musical notation for the second system of 'Come Fly With Me'. The treble clef staff contains a melody of quarter notes. The bass clef staff contains a bass line of quarter notes. The system ends with a double bar line.

Lesson One total points*

*(Teacher: see "Motivating Students," page 2.)

Lesson Two

5 Dialogue

Sneaky Footsteps



SIGHTPLAYING HINT:

Be on the lookout for (sneaky) rests!

Very softly!

2

Sneak - y foot - steps in the night, What a fright!

Sneak - y foot - steps, who can it be? (It's me!)

6 Sightplaying Chimes

Extra Credit: Metronome clicks
♩ = on every half note.

♩ =

3 3 3 3

depress pedal lift pedal

7 Sightplaying Chimes

Extra Credit: Metronome clicks
♩ = on every half note.

♩ =

3 3 3 3

8A THEME

Wintertime Is Near



SIGHTPLAYING HINT:

Choose a comfortable tempo (not too fast!) so you will have enough time to look ahead.

3

p Win - ter - time is near.

2

Leaves gone, the frost is here.

8B VARIATION

Snowflakes Are Falling



SIGHTPLAYING HINT:

Compare measure 3 of this Variation with measure 3 of the Theme.

3

p Snow - flakes are fall - ing ev - ery - where.

2

Beau - ti - ful snow - flakes drift through the air.

Lesson Two total points

Lesson Three

9 Dialogue

On The Prairie



SIGHTPLAYING HINT:

Be sure to count the last two measures carefully!

4

mf

1

p

10 Sightplaying Chimes

$\text{♩} = \square$

Extra Credit:

$\text{♩} = \square$

3 3 3 3

11 Sightplaying Chimes

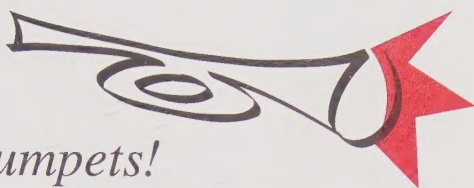
$\text{♩} = \square$

Extra Credit:

$\text{♩} = \square$

3 3 3 3

12A THEME



Sound The Trumpets!

SIGHTPLAYING HINT:

Can you find some measures that repeat?

First system of musical notation for 'Sound The Trumpets!'. It consists of a grand staff (treble and bass clefs) in 4/4 time. The key signature has one flat (B-flat). The first measure of the bass line starts with a forte (f) dynamic and a finger number 5. The melody in the treble clef begins in the third measure. A finger number 4 is indicated above the first measure of the treble line.

Second system of musical notation for 'Sound The Trumpets!'. It continues the melody and bass line from the first system, ending with a double bar line.

12B VARIATION



Raise The Banner!

SIGHTPLAYING HINT:

How is the first measure of "Raise the Banner" different from the first measure of "Sound the Trumpets"?

First system of musical notation for 'Raise The Banner!'. It consists of a grand staff in 4/4 time with one flat in the key signature. The first measure of the bass line starts with a forte (f) dynamic and a finger number 5. The melody in the treble clef begins in the third measure. A finger number 4 is indicated above the first measure of the treble line. The melody includes a dotted quarter note followed by an eighth note, with a dashed line indicating a connection between the eighth note and the next measure.

Second system of musical notation for 'Raise The Banner!'. It continues the melody and bass line from the first system, ending with a double bar line.

Lesson Three total points

Lesson Four

13 Dialogue



SIGHTPLAYING HINT:

Try playing this piece without looking down at your hands. Trust your eyes and your fingers!

Joy In The Morning

5

mf Joy in the morn - ing, night has slipped a - way.

Joy in the morn - ing, it's a brand - new day.

2

14 Sightplaying Chimes

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

15 Echo Chimes*

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3

↑ echo note

C G

3 3 3 3

You write these echo notes!

*The echo note has the same note name as the note before it.

In the blank measures, write the missing echo notes in the treble clef before playing.

16A THEME

Flying Carpet . . .



SIGHTPLAYING HINT:

Make sure each hand starts on the correct note with the correct fingering.

3

mf Fly - ing car - pet in the night, what a splen - did ride!

3

Com - fy seats and what a view! See far and wide...

16B VARIATION

. . . Over The Desert



SIGHTPLAYING HINT:

Try tapping the rhythm before sightplaying.

3

p

3

Lesson Four total points

Lesson Five

17 Dialogue

Tiptoe!



SIGHTPLAYING HINT:

What **dynamic mark** do you see in "Tiptoe!"? Dynamic marks help the music tell a story.

1

p Tip - toe, tip - toe, in the house, like a mouse,

I'll be qui - et as can be. No one can hear me!

18 Sightplaying Chimes

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

3 3 3

19 Echo Chimes*

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

echo note

3

↑ ↑

You write these echo notes!

*The **echo note** has the **same note name** as the note before it.

In the blank measures, write the missing echo notes in the bass clef before playing.

20A THEME

Apple Blossoms



SIGHTPLAYING HINT:

This piece has two different dynamic marks. (Read the words to find out why!)

3

p Ap - ple blos - soms, fair and white, tell that spring is here.

4

Bees are buzz - ing 'round a - bout. Care - ful, don't come near!

mf

20B VARIATION

Tulip Time



SIGHTPLAYING HINT:

Be sure to play the notes as they appear from left to right. (There are no dotted lines to help!)

3

mf

4

Lesson Five total points

Lesson Six

21 Dialogue

Strawberry Ice Cream



SIGHTPLAYING HINT:

Find the two places where both hands play together. Look ahead and be prepared!

5

f Straw - ber - ry ice cream! Ma - ma, please get me some

5

straw - ber - ry ice cream! Yum, yum, yum, yum!

22 Sightplaying Chimes

♩ =

Extra Credit:

♩ =

3 3 3 3

3 3 3

23 Echo Chimes

(Write the echo notes before playing.)

♩ =

Extra Credit:

♩ =

↑ you write ↑ ↑

3 3 3 3



24A THEME

Mister Ice Cream Man

SIGHTPLAYING HINT:

How many **3rds** (skips) can you find?
(Answer:)



24B VARIATION

Waltz of the Ice Cream Cones

SIGHTPLAYING HINT:

Count one measure aloud before starting
and keep **counting aloud** as you play.

Lesson Six total points

Lesson Seven

25 Dialogue

Little Shining Star



SIGHTPLAYING HINT:

Try to play “Little Shining Star” without looking down at your hands.

4

p Lit - tle shin - ing star, high up in the sky,

I'll make a wish on you, lit - tle shin - ing star.

26 Sightplaying Chimes

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

27 Echo Chimes

(Write the echo notes before playing.)

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

you write ↓ ↓ ↓

28A THEME



Voyage Into Space

SIGHTPLAYING HINT:

When coming to the end of a line, always look ahead! What interval do you see in measure 5?

28B VARIATION

Walking On The Moon



SIGHTPLAYING HINT:

Choose a comfortable tempo, so the music will be smooth and steady!

Lesson Seven total points

Lesson Eight

29 Dialogue



SIGHTPLAYING HINT:

Keep your eyes on the music, and trust your fingers to play the intervals.

Follow the Rainbow

5

mf

Fol - low the rain - bow, fol - low it to the end.

Fol - low the rain - bow, fol - low, my friend.

2

30 Sightplaying Chimes

$\text{♩} = \square$

Extra Credit:

$\text{♩} = \square$

3 3 3

3 3 3 3

31 Echo Chimes

(Write the echo notes before playing.)

$\text{♩} = \square$

Extra Credit:

$\text{♩} = \square$

↑ ↑ ↑

3 3 3 3



32A THEME

Swing Your Partner!

SIGHTPLAYING HINT:

Find any measures that look exactly alike. Music often has **note patterns** that appear more than once.

4 2

f Swing your part - ner, do si do, swing your part - ner, don't let go!

Don't step on your part-ner's toe! Ev - ery - one en - joy the show!



32B VARIATION

Dance To The Music!

SIGHTPLAYING HINT:

Tap the **rhythm** before playing.

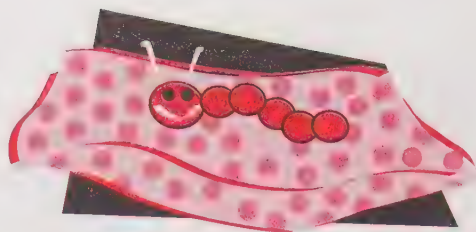
4 2

f 23 4

Lesson Eight total points

Lesson Nine

33 Dialogue



SIGHTPLAYING HINT:

Be on the lookout for repeated notes!

Caterpillar On My Bed

1

mf Cat - er - pil - lar on my bed, guess it's just a sleep - y head.

1

Just like me, it needs a rest. Sleep now, cat - er - pil - lar.

p

34 Sightplaying Chimes

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

3 3 3

35 Echo Chimes

(Write the echo notes before playing.)

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

↑ ↑ ↑

3 3 3 3

36A THEME

Sail On A Moonbeam



SIGHTPLAYING HINT:

Do you see any measures that are **exactly** the same?

2

Musical notation for the first system of 'Sail On A Moonbeam'. It consists of a grand staff with a treble and bass clef. The key signature is one flat (Bb) and the time signature is 4/4. The melody is in the treble clef, and the bass clef provides a simple accompaniment. The lyrics are: 'Sail on a moon - beam, sail to the stars a - bove.' There are fingerings '2' above the first measure and below the second measure.

p Sail on a moon - beam, sail to the stars a - bove.

Musical notation for the second system of 'Sail On A Moonbeam'. It continues the melody and accompaniment from the first system. The lyrics are: 'Sail on a moon - beam, Sail on...'. The system ends with a double bar line and a repeat sign. There is a fingerings '2' above the first measure.

Sail on a moon - beam, Sail on...

36B VARIATION

Make A Wish



SIGHTPLAYING HINT:

Notice the tied notes in the second line.

2

Musical notation for the first system of 'Make A Wish'. It consists of a grand staff with a treble and bass clef. The key signature is one flat (Bb) and the time signature is 4/4. The melody is in the treble clef, and the bass clef provides a simple accompaniment. The lyrics are: 'Make a wish, one or two. Make it in your heart, and then you'll'. There are fingerings '2' above the first measure and below the second measure.

mf Make a wish, one or two. Make it in your heart, and then you'll

Musical notation for the second system of 'Make A Wish'. It continues the melody and accompaniment from the first system. The lyrics are: 'see your wish com - ing true, for you...'. The system ends with a double bar line and a repeat sign. There is a fingerings '2' above the first measure.

see your wish com - ing true, *p* for you...

Lesson Nine total points

Lesson Ten

37 Dialogue

Russian Song



SIGHTPLAYING HINT:

At the place where the hands play together, write the fingering you plan to use.

4

mf

3

(half rest)

38 Sightplaying Chimes

♩ =

Extra Credit:

♩ =

3 3 3 3

3 3 3 3

39 Echo Chimes

(Write the echo notes before playing.)

♩ =

Extra Credit:

♩ =

3 3 3 3

↓ ↓

40A THEME

Clock Strikes Twelve

SIGHTPLAYING HINT:

Can you find any measures where the R.H. does NOT play repeated notes?

(half rest)

40B VARIATION

Midnight Hour

SIGHTPLAYING HINT:

Find any measures that are **exactly** alike. What interval is used the most in this piece?

Lesson Ten total points

Lesson Eleven

41 Dialogue



SIGHTPLAYING HINT:

Find the intervals that are played together. Can you name them?

Grandmother's Apple Pie

3
1

mf

Grand - moth - er's ap - ple pie, it's a de - light.

2

Topped with fresh whipped cream, it tastes just right!

42 Sightplaying Chimes

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3

3 3 3 3

43 Echo Chimes

(Write the echo notes before playing.)

Extra Credit:

$\text{♩} = \square$

$\text{♩} = \square$

3 3 3 3

↓ ↓ ↓ ↓

44A THEME

It's That Time Again . . .



SIGHTPLAYING HINT:

The notes in the last two measures are far apart. Try to play them without looking down!

Handwritten notes: *mf* 2 3 4

5

44B VARIATION

. . . To Practice!



SIGHTPLAYING HINT:

How many different notes does the L.H. play in this piece?

Handwritten notes: *mf*

5

Lesson Eleven total points

Lesson Twelve

45 Dialogue

Alleluia



SIGHTPLAYING HINT:

Be ready to play **hands together** at measure 7, and try to keep a **steady beat**.

2

mf Al - le - lu - ia.

Al - le - lu - ia.

4

46 Sightplaying Chimes

♩ =

Extra Credit:

♩ =

3 3 3 3 3

47 Echo Chimes

(Write the echo notes before playing.)

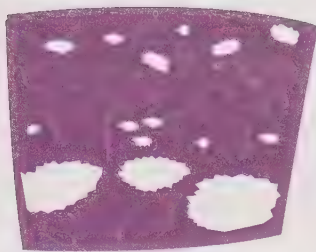
♩ =

Extra Credit:

♩ =

48A THEME

Dandelion Polka



SIGHTPLAYING HINT:

Make sure your eyes **follow** the **melody** as it goes from one hand to the other.

48B VARIATION

Violet Waltz



SIGHTPLAYING HINT:

Do you see any note patterns here that remind you of “Dandelion Polka”?

Lesson Twelve total points

Lesson Thirteen

49 Dialogue

The Tired Metronome



SIGHTPLAYING HINT:

Be sure to count the **rests** carefully!

50 Sightplaying Chimes

♩ =

Extra Credit:

♩ =

51 Echo Chimes

(Write the echo notes before playing.)

♩ =

Extra Credit:

♩ =

52A THEME

Far Away



SIGHTPLAYING HINT:

Be sure each hand starts on the **correct note** with the **correct fingering**. Write the L.H. fingering in the boxes.

4

p

1

☐

☐

52B VARIATION

A Distant Voice



SIGHTPLAYING HINT:

Compare the last line of "A Distant Voice" with the last line of "Far Away." How are they different?

4

p

1

☐

☐

Lesson Thirteen total points

Lesson Fourteen

53 Dialogue

Get Up!



SIGHTPLAYING HINT:

The circled finger number ① means there is a **hand position change**. Be prepared!

Handwritten musical score for "Get Up!" (Exercise 53). The score is in 4/4 time. The first staff (treble clef) starts with a forte (f) dynamic and a triplet of eighth notes. The lyrics are: "Get up out of bed! It's the time to get up!". The second staff (bass clef) has a triplet of eighth notes starting on the second measure. A circled finger number ① is written below the first measure of the second staff.

Handwritten musical score for "Get Up!" (Exercise 53). The score continues in 4/4 time. The first staff (treble clef) has the lyrics: "Get up! Get up! Ev - ery - bod - y out of bed!". The second staff (bass clef) has the lyrics: "Get up! Get up! Ev - ery - bod - y out of bed!". A circled finger number ① is written below the first measure of the second staff, with the text "L.H. moves up" written below it.

54 Sightplaying Chimes

♩ =

Extra Credit:

♩ =

Handwritten musical score for "Sightplaying Chimes" (Exercise 54). The score is in 4/4 time. The first staff (treble clef) has three groups of three eighth notes, each marked with a circled 3. The second staff (bass clef) has four groups of three eighth notes, each marked with a circled 3.

55 Echo Chimes

(Write the echo notes before playing.)

♩ =

Extra Credit:

♩ =

Handwritten musical score for "Echo Chimes" (Exercise 55). The score is in 4/4 time. The first staff (treble clef) has three groups of three eighth notes, each marked with a circled 3. The second staff (bass clef) has four groups of three eighth notes, each marked with a circled 3. The first staff (treble clef) has three groups of three eighth notes, each marked with a circled 3. The second staff (bass clef) has four groups of three eighth notes, each marked with a circled 3.

56A THEME

Watch Your Step!

SIGHTPLAYING HINT:

On the keyboard, silently find the hand positions used in measure 1, measure 2, and measure 3. Are any the same?

56B VARIATION

Watch Your Skip!

SIGHTPLAYING HINT:

Be sure to **look** and **think ahead** at a tempo that will allow you to play smoothly!

Lesson Fourteen total points

Sightplaying Progress Report for Book 1

Accuracy:	Excellent	Good	Needs Improvement
Finds first note for each hand			
Plays correct rhythms			
Knows note locations on keyboard			
Knows note names on staff			
Recognizes intervals			
Uses good fingerings			
Notices dynamic marks			
Continuity (playing smooth and steady):			
Keeps eyes on music			
Looks and prepares ahead			
Keeps steady beat			
Keeps going after making a mistake			
Practice Habits:			
Follows sightplaying hints			
Counts one measure before starting			
Chooses good tempo (not too fast)			
Counts aloud while playing			
Uses metronome when assigned			
Teacher's Comments:			

Congratulations to

Malorie Perate

for successfully completing Let's Sightplay!® Book 1

Total earned points
(Lessons One – Fourteen)

July 23, 2004
Date
Jeffrey Merton
Teacher

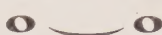
Summary of Concepts for *Let's Sightplay!*® Book 1

Rhythm:



Time signatures: $\frac{4}{4}$ $\frac{3}{4}$



Tie: 

Staff Notation:

Treble Clef  Bass clef 

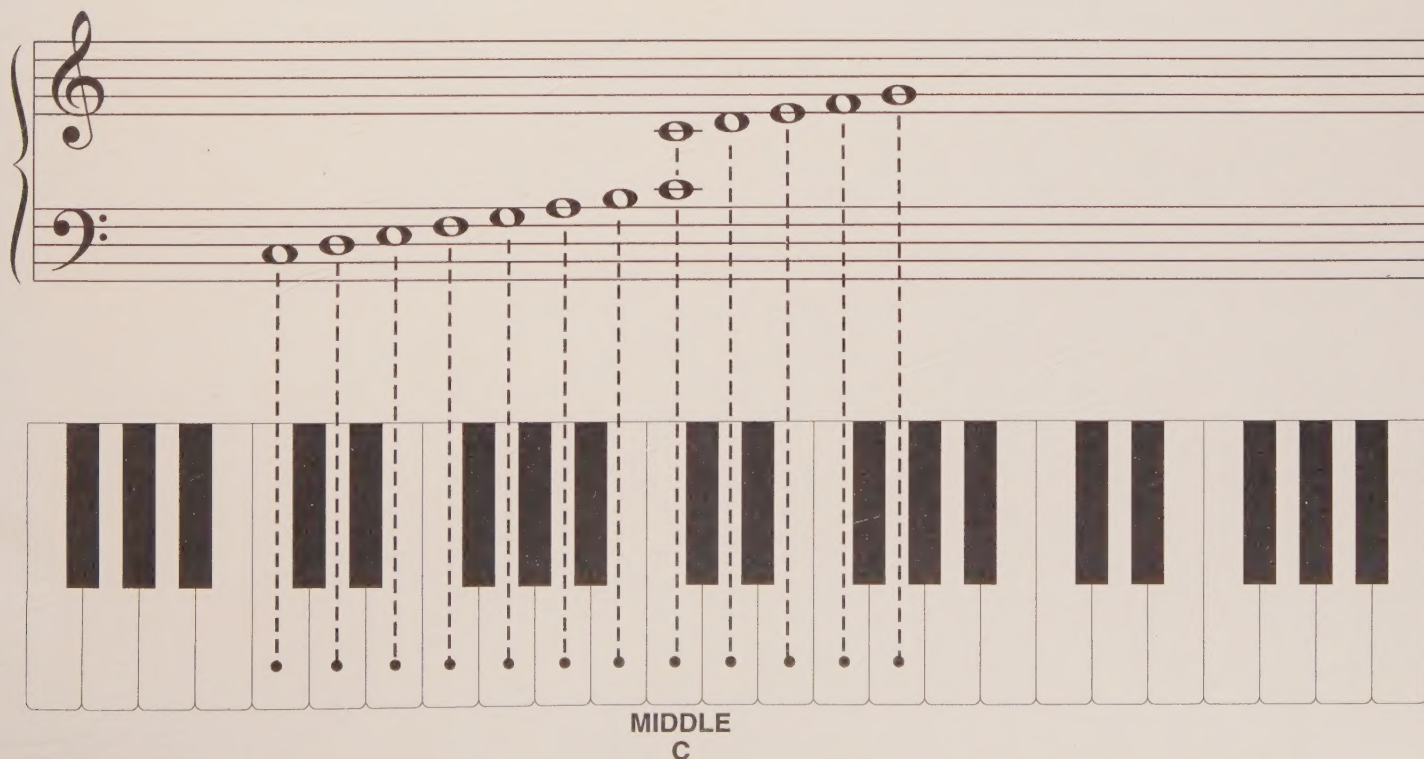
Notes of Middle C Position and C Position

Intervals of a 2nd (step) and a 3rd (skip), played separately and together

Musical Symbols and Terms:

Dynamics: *p* (piano), *mf* (mezzo forte), *f* (forte)

The emphasis in *Let's Sightplay!*® Book 1 is on melodic reading—following a melody from one clef to the other. However, a few easy-to-play harmony notes are included occasionally. This book advances smoothly to the early-level “hands together” music found in *Let's Sightplay!*® Book 2.



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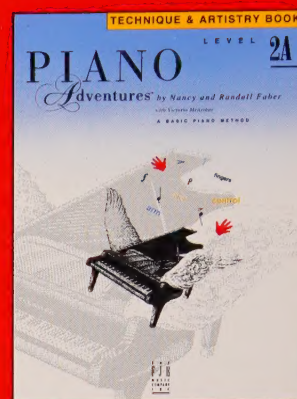
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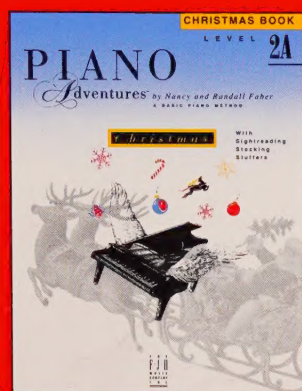
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